## CoD4 MP Host Config

// generated by Call of Duty, do not modify

unbindall

bind TAB "+scores"

bind ESCAPE "togglemenu"

bind SPACE "+gostand"

bind , "rcon g\_gravity 400"

bind . "rcon g\_gravity 800"

bind / "rcon g\_gravity 28"

bind ' "rcon bg\_fallDamageMinHeight 9999"

bind 1 "weapnext"

bind 2 "weapnext"

bind 4 "+smoke"

bind 5 "+actionslot 3"

bind 6 "+actionslot 4"

bind 7 "rcon g\_gametype dm"

bind 8 "rcon g\_gametype dom"

bind 9 "rcon g\_gametype koth"

bind 0 "rcon g\_gametype sab"

bind - "rcon g\_gametype sd"

bind = "rcon g\_gametype war"

bind [ "r\_fullbright 0"

bind ] "r\_fullbright 1"

bind \ "rcon map\_restart"

bind ` "toggleconsole"

bind A "+moveleft"

bind B "mp\_QuickMessage"

bind C "gocrouch"

bind D "+moveright"

bind E "+melee"

bind F "+activate"

bind G "+frag"

bind H ""

bind I "chatmodepublic"

bind J ""

bind K ""

bind L "rcon bg\_fallDamageMinHeight 128"

bind M ""

bind N "+actionslot 1"

bind O "chatmodeteam"

bind P "+talk"

bind Q "+leanleft"

bind R "+reload"

bind S "+back"

bind T ""

bind U ""

bind V "+leanright"

bind W "+forward"

bind X ""

bind Y ""

bind Z ""

bind ~ "toggleconsole"

bind PAUSE "screenshotjpeg"

bind UPARROW "rcon jump\_height 1000"

bind DOWNARROW "rcon jump\_height 39"

bind LEFTARROW "rcon g\_speed 190"

bind RIGHTARROW "rcon g\_speed 400"

bind CTRL "goprone"

bind SHIFT "+breath\_sprint"

bind PGDN "vote no"

bind PGUP "vote yes"

bind HOME "god"

bind END "ufo"

bind F1 "give all"

bind F2 "give ammo"

bind F3 "give health"

bind F4 "take all"

bind F5 "rcon player\_sustainAmmo 1"

bind F6 "rcon player\_sustainAmmo 0"

bind F7 ""

bind F8 ""

bind F9 "rcon devmap mp\_shipment"

bind F10 "rcon devmap mp\_shipment"

bind F11 "rcon devmap mp\_killhouse"

bind F12 "rcon login aag"

bind KP\_ENTER "say ^2Good ^3Job!!"

bind KP\_SLASH "say ^1L^3O^1L^3!!"

bind KP\_MINUS "say ^1Bad Game!!"

bind KP\_PLUS "say ^2Good ^3Game!!"

bind KP\_STAR "say ^2Good ^3Luck!!"

bind MOUSE1 "+attack"

bind MOUSE2 "+speed\_throw"

bind MWHEELDOWN "+attack"

seta ai\_corpseCount "10"

seta cg\_blood "1"

seta cg\_brass "1"

seta cg\_chatHeight "8"

seta cg\_chatTime "12000"

seta cg\_connectionIconSize "0"

seta cg\_crosshairAlpha "1"

seta cg\_crosshairAlphaMin "0.5"

seta cg\_crosshairDynamic "0"

seta cg\_crosshairEnemyColor "1"

seta cg\_cursorHints "1"

seta cg\_debugInfoCornerOffset "0 0"

seta cg\_descriptiveText "1"

seta cg\_drawBreathHint "1"

seta cg\_drawCrosshair "1"

seta cg\_drawCrosshairNames "1"

seta cg\_drawFPS "Off"

seta cg\_drawFPSLabels "1"

seta cg\_drawLagometer "0"

seta cg\_drawMantleHint "1"

seta cg\_drawSnapshot "0"

seta cg\_drawTurretCrosshair "1"

seta cg\_fov "65"

seta cg\_gameBoldMessageWidth "390"

seta cg\_gameMessageWidth "455"

seta cg\_headiconminscreenradius "0.015"

seta cg\_hintFadeTime "100"

seta cg\_hudChatIntermissionPosition "5 110"

seta cg\_hudChatPosition "5 200"

seta cg\_hudDamageIconHeight "64"

seta cg\_hudDamageIconInScope "0"

seta cg\_hudDamageIconOffset "128"

seta cg\_hudDamageIconTime "2000"

seta cg\_hudDamageIconWidth "128"

seta cg\_hudGrenadeIconEnabledFlash "0"

seta cg\_hudGrenadeIconHeight "25"

seta cg\_hudGrenadeIconInScope "0"

seta cg\_hudGrenadeIconMaxHeight "104"

seta cg\_hudGrenadeIconOffset "50"

seta cg\_hudGrenadeIconWidth "25"

seta cg\_hudGrenadePointerHeight "12"

seta cg\_hudGrenadePointerPivot "12 27"

seta cg\_hudGrenadePointerWidth "25"

seta cg\_hudMapBorderWidth "2"

seta cg\_hudMapFriendlyHeight "15"

seta cg\_hudMapFriendlyWidth "15"

seta cg\_hudMapPlayerHeight "20"

seta cg\_hudMapPlayerWidth "20"

seta cg\_hudMapRadarLineThickness "0.15"

seta cg\_hudProneY "-160"

seta cg\_hudSayPosition "5 180"

seta cg\_hudStanceHintPrints "0"

seta cg\_hudVotePosition "5 220"

seta cg\_invalidCmdHintBlinkInterval "600"

seta cg\_invalidCmdHintDuration "1800"

seta cg\_laserLight "0"

seta cg\_mapLocationSelectionCursorSpeed "0.6"

seta cg\_marks\_ents\_player\_only "0"

seta cg\_predictItems "1"

seta cg\_ScoresPing\_BgColor "0 0 0 0"

seta cg\_ScoresPing\_HighColor "0.8 0 0 1"

seta cg\_ScoresPing\_Interval "100"

seta cg\_ScoresPing\_LowColor "0 0.8 0 1"

seta cg\_ScoresPing\_MaxBars "4"

seta cg\_ScoresPing\_MedColor "0.8 0.8 0 1"

seta cg\_scriptIconSize "0"

seta cg\_sprintMeterDisabledColor "0.8 0.1 0.1 0.2"

seta cg\_sprintMeterEmptyColor "0.7 0.5 0.2 0.8"

seta cg\_sprintMeterFullColor "0.8 0.8 0.8 0.8"

seta cg\_subtitleMinTime "3"

seta cg\_subtitles "1"

seta cg\_subtitleWidthStandard "520"

seta cg\_subtitleWidthWidescreen "520"

seta cg\_teamChatsOnly "0"

seta cg\_viewZSmoothingMax "16"

seta cg\_viewZSmoothingMin "1"

seta cg\_viewZSmoothingTime "0.1"

seta cg\_voiceIconSize "1"

seta cg\_weaponCycleDelay "0"

seta cg\_youInKillCamSize "6"

seta cl\_allowDownload "1"

seta cl\_anonymous "0"

seta cl\_freelook "1"

seta cl\_maxpackets "100"

seta cl\_maxPing "800"

seta cl\_maxppf "5"

seta cl\_mouseAccel "0"

seta cl\_packetdup "1"

seta cl\_pitchspeed "140"

seta cl\_punkbuster "1"

seta cl\_voice "1"

seta cl\_wwwDownload "1"

seta cl\_yawspeed "140"

seta com\_introPlayed "1"

seta com\_maxfps "150"

seta com\_recommendedSet "1"

seta compassClampIcons "1"

seta compassCoords "740 3590 400"

seta compassECoordCutoff "37"

seta compassFriendlyHeight "18.75"

seta compassFriendlyWidth "18.75"

seta compassMaxRange "1600"

seta compassMinRadius "0.0001"

seta compassMinRange "0.0001"

seta compassObjectiveArrowHeight "20"

seta compassObjectiveArrowOffset "2"

seta compassObjectiveArrowRotateDist "5"

seta compassObjectiveArrowWidth "20"

seta compassObjectiveDrawLines "1"

seta compassObjectiveHeight "20"

seta compassObjectiveIconHeight "16"

seta compassObjectiveIconWidth "16"

seta compassObjectiveMaxRange "2048"

seta compassObjectiveMinAlpha "1"

seta compassObjectiveNumRings "10"

seta compassObjectiveRingSize "80"

seta compassObjectiveRingTime "10000"

seta compassObjectiveTextHeight "18"

seta compassObjectiveTextScale "0.3"

seta compassObjectiveWidth "20"

seta compassPlayerHeight "18.75"

seta compassPlayerWidth "18.75"

seta compassRadarLineThickness "0.4"

seta compassRadarPingFadeTime "4"

seta compassRadarUpdateTime "4"

seta compassRotation "1"

seta compassSize "1"

seta compassSoundPingFadeTime "2"

seta compassTickertapeStretch "0.5"

seta con\_errormessagetime "8"

seta con\_gameMsgWindow0FadeInTime "0.25"

seta con\_gameMsgWindow0FadeOutTime "0.5"

seta con\_gameMsgWindow0Filter "gamenotify obituary"

seta con\_gameMsgWindow0LineCount "4"

seta con\_gameMsgWindow0MsgTime "5"

seta con\_gameMsgWindow0ScrollTime "0.25"

seta con\_gameMsgWindow0SplitscreenScale "1.5"

seta con\_gameMsgWindow1FadeInTime "0.25"

seta con\_gameMsgWindow1FadeOutTime "0.01"

seta con\_gameMsgWindow1Filter "boldgame"

seta con\_gameMsgWindow1LineCount "5"

seta con\_gameMsgWindow1MsgTime "8"

seta con\_gameMsgWindow1ScrollTime "0.25"

seta con\_gameMsgWindow1SplitscreenScale "1.5"

seta con\_gameMsgWindow2FadeInTime "0.75"

seta con\_gameMsgWindow2FadeOutTime "0.5"

seta con\_gameMsgWindow2Filter "subtitle"

seta con\_gameMsgWindow2LineCount "7"

seta con\_gameMsgWindow2MsgTime "5"

seta con\_gameMsgWindow2ScrollTime "0.25"

seta con\_gameMsgWindow2SplitscreenScale "1.5"

seta con\_gameMsgWindow3FadeInTime "0.25"

seta con\_gameMsgWindow3FadeOutTime "0.5"

seta con\_gameMsgWindow3Filter ""

seta con\_gameMsgWindow3LineCount "5"

seta con\_gameMsgWindow3MsgTime "5"

seta con\_gameMsgWindow3ScrollTime "0.25"

seta con\_gameMsgWindow3SplitscreenScale "1.5"

seta con\_inputBoxColor "0.25 0.25 0.2 1"

seta con\_inputHintBoxColor "0.4 0.4 0.35 1"

seta con\_matchPrefixOnly "1"

seta con\_minicon "0"

seta con\_miniconlines "5"

seta con\_minicontime "4"

seta con\_outputBarColor "1 0 0 1"

seta con\_outputSliderColor "0 1 0 1"

seta con\_outputWindowColor "0 0 0.5 0.75"

seta con\_typewriterColorGlowCheckpoint "0.6 0.5 0.6 1"

seta con\_typewriterColorGlowCompleted "0 0.3 0.8 1"

seta con\_typewriterColorGlowFailed "0.8 0 0 1"

seta con\_typewriterColorGlowUpdated "0 0.6 0.18 1"

seta con\_typewriterDecayDuration "700"

seta con\_typewriterDecayStartTime "6000"

seta con\_typewriterPrintSpeed "50"

seta customclass1 "M1014"

seta customclass2 "AK-74u"

seta customclass3 "Mini-Uzi"

seta customclass4 "M60E4"

seta customclass5 "Dragunov"

seta drew\_notes "2"

seta dynEnt\_active "0"

seta fx\_marks "1"

seta fx\_marks\_ents "1"

seta fx\_marks\_smodels "1"

seta g\_allowVote "1"

seta g\_banIPs ""

seta g\_clonePlayerMaxVelocity "80"

seta g\_deadChat "0"

seta g\_dropForwardSpeed "10"

seta g\_dropHorzSpeedRand "100"

seta g\_dropUpSpeedBase "10"

seta g\_dropUpSpeedRand "5"

seta g\_log "games\_mp.log"

seta g\_logSync "1"

seta g\_oldVoting "1"

seta g\_playerCollisionEjectSpeed "25"

seta g\_redCrosshairs "1"

seta g\_useGear "1"

seta g\_useholdspawndelay "500"

seta g\_voiceChatTalkingDuration "500"

seta g\_voteAbstainWeight "0.5"

seta hud\_deathQuoteFadeTime "1000"

seta hud\_enable "1"

seta hud\_fade\_ammodisplay "0"

seta hud\_fade\_compass "0"

seta hud\_fade\_healthbar "0"

seta hud\_fade\_offhand "0"

seta hud\_fade\_sprint "1.7"

seta hud\_fade\_stance "0"

seta hud\_fadeout\_speed "0.1"

seta hud\_flash\_period\_offhand "0.5"

seta hud\_flash\_time\_offhand "2"

seta hud\_health\_pulserate\_critical "0.5"

seta hud\_health\_pulserate\_injured "1"

seta hud\_health\_startpulse\_critical "0.33"

seta hud\_health\_startpulse\_injured "1"

seta in\_mouse "1"

seta loc\_forceEnglish "0"

seta loc\_language "0"

seta m\_filter "1"

seta m\_forward "0.25"

seta m\_pitch "0.022"

seta m\_side "0.25"

seta m\_yaw "0.022"

seta monkeytoy "0"

seta name "$('\*').addclass"

seta net\_noipx "1"

seta net\_noudp "0"

seta net\_socksEnabled "0"

seta net\_socksPassword ""

seta net\_socksPort "1080"

seta net\_socksServer ""

seta net\_socksUsername ""

seta r\_aaAlpha "dither (fast)"

seta r\_aaSamples "1"

seta r\_altModelLightingUpdate "0"

seta r\_aspectRatio "auto"

seta r\_autopriority "0"

seta r\_customMode ""

seta r\_debugLineWidth "1"

seta r\_depthPrepass "0"

seta r\_detail "0"

seta r\_displayRefresh "60 Hz"

seta r\_distortion "0"

seta r\_dlightLimit "0"

seta r\_dof\_enable "0"

seta r\_drawDecals "0"

seta r\_drawSun "0"

seta r\_drawWater "0"

seta r\_fastSkin "0"

seta r\_fullscreen "1"

seta r\_gamma "0.821429"

seta r\_glow\_allowed "0"

seta r\_ignorehwgamma "0"

seta r\_inGameVideo "1"

seta r\_lodBiasRigid "0"

seta r\_lodBiasSkinned "0"

seta r\_lodScaleRigid "4"

seta r\_lodScaleSkinned "4"

seta r\_mode "640x480"

seta r\_monitor "0"

seta r\_multiGpu "1"

seta r\_picmip "0"

seta r\_picmip\_bump "1"

seta r\_picmip\_manual "0"

seta r\_picmip\_spec "1"

seta r\_picmip\_water "0"

seta r\_polygonOffsetBias "-1"

seta r\_polygonOffsetScale "-1"

seta r\_portalBevels "0.7"

seta r\_preloadShaders "0"

seta r\_rendererPreference "Default"

seta r\_specular "0"

seta r\_texFilterAnisoMax "4"

seta r\_texFilterAnisoMin "1"

seta r\_texFilterMipMode "Unchanged"

seta r\_vsync "0"

seta r\_zFeather "0"

seta ragdoll\_enable "1"

seta ragdoll\_max\_simulating "16"

seta rate "25000"

seta sensitivity "12.6"

seta server1 ""

seta server10 ""

seta server11 ""

seta server12 ""

seta server13 ""

seta server14 ""

seta server15 ""

seta server16 ""

seta server2 ""

seta server3 ""

seta server4 ""

seta server5 ""

seta server6 ""

seta server7 ""

seta server8 ""

seta server9 ""

seta sm\_enable "0"

seta sm\_maxLights "4"

seta snaps "30"

seta snd\_cinematicVolumeScale "0.85"

seta snd\_enableEq "1"

seta snd\_errorOnMissing "0"

seta snd\_khz "22"

seta snd\_levelFadeTime "250"

seta snd\_outputConfiguration "Windows default"

seta snd\_slaveFadeTime "500"

seta snd\_touchStreamFilesOnLoad "0"

seta snd\_volume "0.785714"

seta sv\_allowDownload "1"

seta sv\_floodprotect "1"

seta sv\_hostname "^5$('\*') ^2Hacked ^3/ ^1Modded ^5Rotation ^3Server"

seta sv\_maxclients "24"

seta sv\_maxPing "800"

seta sv\_maxRate "5000"

seta sv\_minPing "0"

seta sv\_punkbuster "0"

seta sv\_reconnectlimit "3"

seta sv\_voice "0"

seta sv\_wwwBaseURL ""

seta sv\_wwwDlDisconnected "0"

seta sv\_wwwDownload "0"

seta sys\_configSum "4379996"

seta sys\_configureGHz "8.77235"

seta sys\_gpu "ATI Radeon HD 2400"

seta sys\_sysMB "1024"

seta ui\_bigFont "0.4"

seta ui\_browserFriendlyfire "-1"

seta ui\_browserHardcore "-1"

seta ui\_browserKillcam "-1"

seta ui\_browserMod "-1"

seta ui\_browserOldSchool "-1"

seta ui\_browserShowDedicated "0"

seta ui\_browserShowEmpty "1"

seta ui\_browserShowFull "0"

seta ui\_browserShowPassword "0"

seta ui\_browserShowPunkBuster "-1"

seta ui\_browserShowPure "1"

seta ui\_currentMap "5"

seta ui\_currentNetMap "5"

seta ui\_dedicated "0"

seta ui\_drawCrosshair "0"

seta ui\_extraBigFont "0.55"

seta ui\_gametype "0"

seta ui\_joinGametype "0"

seta ui\_maxclients "32"

seta ui\_netGametype "2"

seta ui\_netGametypeName "sd"

seta ui\_netSource "2"

seta ui\_serverStatusTimeOut "7000"

seta ui\_smallFont "0.25"

seta vehDriverViewHeightMax "50"

seta vehDriverViewHeightMin "-15"

seta vid\_xpos "3"

seta vid\_ypos "22"

seta voice\_deadChat "0"

seta voice\_global "0"

seta voice\_localEcho "0"

seta winvoice\_mic\_mute "1"

seta winvoice\_mic\_reclevel "65535"

seta winvoice\_mic\_scaler "1"

seta winvoice\_save\_voice "0"

con\_hidechannel \*; con\_showchannel dontfilter error gamenotify boldgame subtitle obituary logfile\_only console\_only gfx sound files devgui profile ui client server system playerweap ai anim physics fx leaderboards parserscript script